



Advanced VR, **iM**mersive serious games and **A**ugmented **RE**ality as tools to raise awareness and access to European underwater **CULTURAL** heritage

Project's iMARECulture scope is to raise public awareness of European identity by focusing in maritime cultural heritage, which by default bridges different civilizations. In particular, iMARECulture aims in bringing inherently unreachable underwater cultural heritage within digital reach of the wide public by implementing virtual visits, serious games with immersive technologies and underwater augmented reality. Scope of the project is to design, analyze, develop and validate pioneer applications and systems in the context of Virtual Museums through collaborative and innovative research from a diverse group of scientists, researchers, archaeologists, experts and museums.

[www.imareculture.eu](http://www.imareculture.eu)

